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|------------|--|------------|--|
| Name | | Callsign | |
| Player | | Allegiance | |
| Storyguide | | Profession | |
| Story | | Race | |
| Virtue | | Flaw | |

| Attribute | Rating | Feat Level |
|------------|--------|------------|
| Agility | | |
| Intellect | | |
| Perception | | |
| Presence | | |
| Strength | | |
| Tenacity | | |

| | |
|--------------|--|
| Actions | |
| Movement | |
| Reflex | |
| Orgone | |
| Vitality | |
| Drama Points | |

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|---------|--|
| Total | |
| Unspent | |

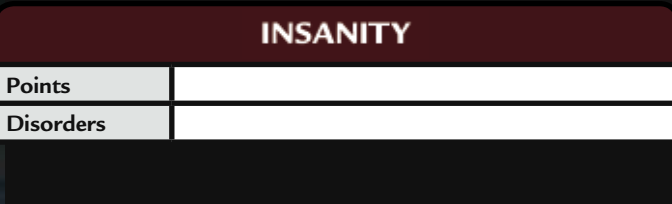
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| | |
|----------------|--|
| Gender | |
| Age | |
| Height | |
| Weight | |
| Hair | |
| Eyes | |
| Coloring | |
| Dist. Features | |
| Birthday | |
| Place of Birth | |

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| Assets |
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| Drawbacks |
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| Points | |
| Disorders | |





POSSESSIONS

Gear (Carried)

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Gear (Owned)

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SPELLS

First Order

Type

Effect

Cost

Second Order

Type

Effect

Cost

Third Order

Type

Effect

Cost

TAGER

Manifestation

Regeneration

Fear Factor

Shifted Attributes

Level

Feat

Agility

Perception

Strength

Tenacity

Actions

Movement

Reflex

Vitality

ARMOR

Type

Protection

WEAPONS

Type

Damage

Shots/Rounds

Range

WOUNDS

Level

Vitality

Current

Effect

Tager Vitality

Tager Current

Flesh

None

Light

-1 Test Penalty

Moderate

-3 Test Penalty/Half Move
Max. 2 Actions/Armor Half

Serious

-6 Test Penalty/Crawl
Max. 1 Action/Armor Gone

Death's Door

Unconscious & Dying

POSSESSIONS

Gear (Carried)

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Gear (Owned)

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PARA-PSYCHIC POWERS

| First Order | Load | Difficulty | Initiation | Maintenance | Page |
|--------------|------|------------|------------|-------------|------|
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| Second Order | Load | Difficulty | Initiation | Maintenance | Page |
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| Third Order | Load | Difficulty | Initiation | Maintenance | Page |
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ARMOR

| Type | Protection |
|------|------------|
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WEAPONS

| Type | Damage | Shots/Rounds | Range |
|------|--------|--------------|-------|
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WOUNDS

| Level | Vitality | Current | Effect | Tager Vitality | Tager Current |
|--------------|----------|---------|--|----------------|---------------|
| Flesh | | | None | | |
| Light | | | -1 Test Penalty | | |
| Moderate | | | -3 Test Penalty/Half Move Max. 2 Actions/Armor Half | | |
| Serious | | | -6 Test Penalty/Crawl Max. 1 Action/Armor Gone | | |
| Death's Door | | | Unconscious & Dying | | |



G/HULHU MECH SHEET

CONCEPT

| | |
|----------------|--|
| Mecha Name | |
| Mecha Type | |
| Size Class | |
| Pilot Callsign | |

STRUCTURE

| | |
|--------------|--|
| Integrity | |
| Armor | |
| DCS | |
| Regeneration | |

CHARACTERISTICS

| Type | Mecha Rating | Pilot's Ability | Modifies | Overall |
|--------------------|--------------|-----------------|------------|---------|
| Control Response | | | Agility | |
| Sensors | | | Perception | |
| Multi-Task Systems | | | Actions | |
| Warning Systems | | | Reflex | |
| | Rating | Dam. Bonus | Equals | |
| Frame | | | Strength | |

SUPPORT SYSTEMS

| Type | Effects | SF Code |
|------|---------|---------|
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SENSOR SYSTEMS

| Type | Range | Mode | SF Code |
|------|-------|------|---------|
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MOVEMENT SYSTEMS

| Type | Effects | SF Code |
|-------------------|---------|---------|
| Ground Speed | | |
| Air/Water Speed | | |
| Acceleration Code | | |
| Jumping Distance | | |
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WEAPON SYSTEMS

| Type | Size | Range | Damage | Shots | Rounds | Special | SF Code |
|------|------|-------|--------|-------|--------|---------|---------|
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DAMAGE

| Level | Integrity | Current | Effect |
|----------|-----------|---------|--|
| Cosmetic | | | None |
| Light | | | -1 Test Penalty |
| Moderate | | | -3 Test Penalty, Half Move, Max. 2 Actions Armor Half, DCS/Regeneration Half Rate |
| Serious | | | -6 Test Penalty, Only Crawl. Max. 1 Action No A-Pod/Jump, Pilot Takes Half Armor Gone, DCS Quarter/Regen Half Rate |
| Critical | | | Falling Apart, Barely Walk No A-Pod/Jump, Pilot Takes Full No DCS/Regen Quarter Rate |



SUPPORTING CAST SHEET

SUPPORTING CHARACTER

| | | | |
|--------------------------|----------|-----------|------------|
| Name/Callsign | | Race | |
| Defining Characteristics | | Gender | |
| Allegiance | | | |
| Attributes | Agility | Intellect | Perception |
| | Presence | Strength | Tenacity |
| Secondary Attributes | Actions | Movement | Orgone |
| | Reflex | Vitality | |
| Qualities | | | |
| General Skills | | | |
| Combat Skills | | | |
| Gear | | | |
| Spells | | | |

SUPPORTING CHARACTER

| | | | |
|--------------------------|----------|-----------|------------|
| Name/Callsign | | Race | |
| Defining Characteristics | | Gender | |
| Allegiance | | | |
| Attributes | Agility | Intellect | Perception |
| | Presence | Strength | Tenacity |
| Secondary Attributes | Actions | Movement | Orgone |
| | Reflex | Vitality | |
| Qualities | | | |
| General Skills | | | |
| Combat Skills | | | |
| Gear | | | |
| Spells | | | |

SUPPORTING CHARACTER

| | | | |
|--------------------------|----------|-----------|------------|
| Name/Callsign | | Race | |
| Defining Characteristics | | Gender | |
| Allegiance | | | |
| Attributes | Agility | Intellect | Perception |
| | Presence | Strength | Tenacity |
| Secondary Attributes | Actions | Movement | Orgone |
| | Reflex | Vitality | |
| Qualities | | | |
| General Skills | | | |
| Combat Skills | | | |
| Gear | | | |
| Spells | | | |